

Fig. 1
prior art

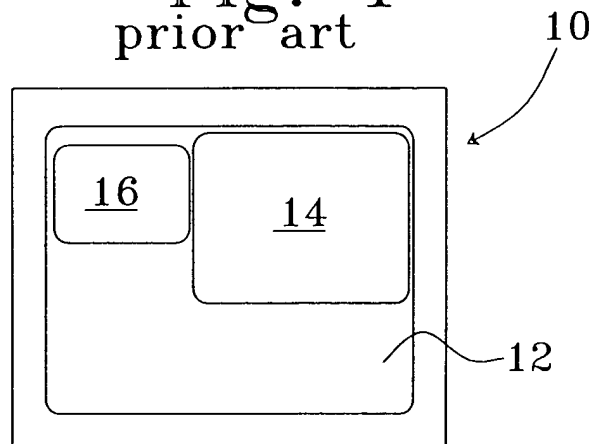


Fig. 2
prior art

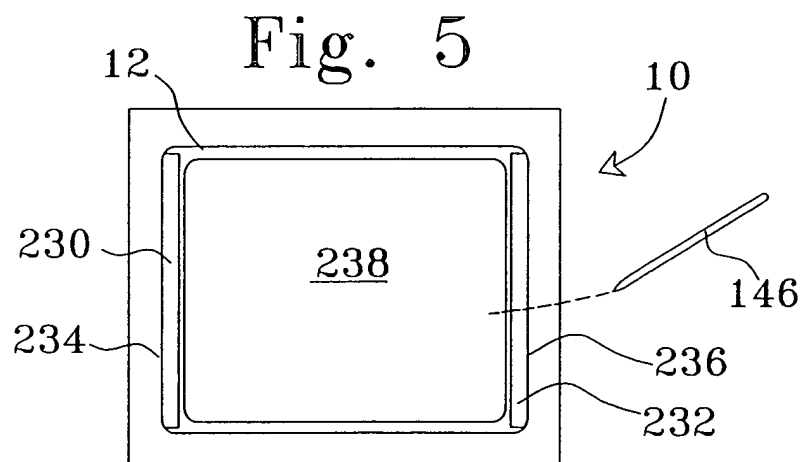
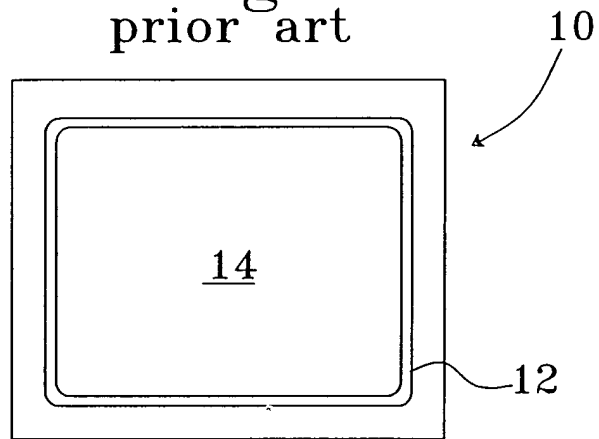


Fig. 3

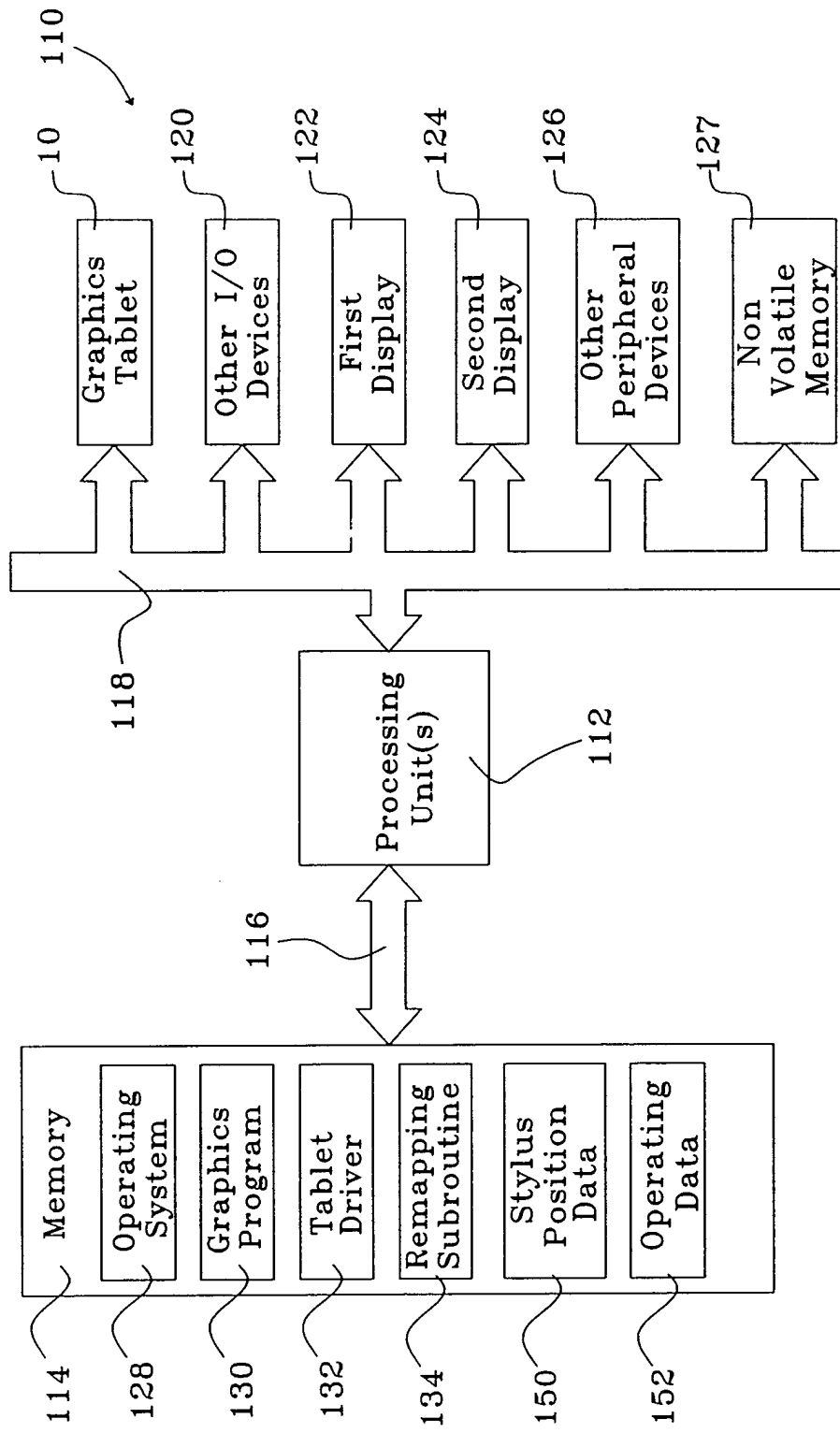


Fig. 4

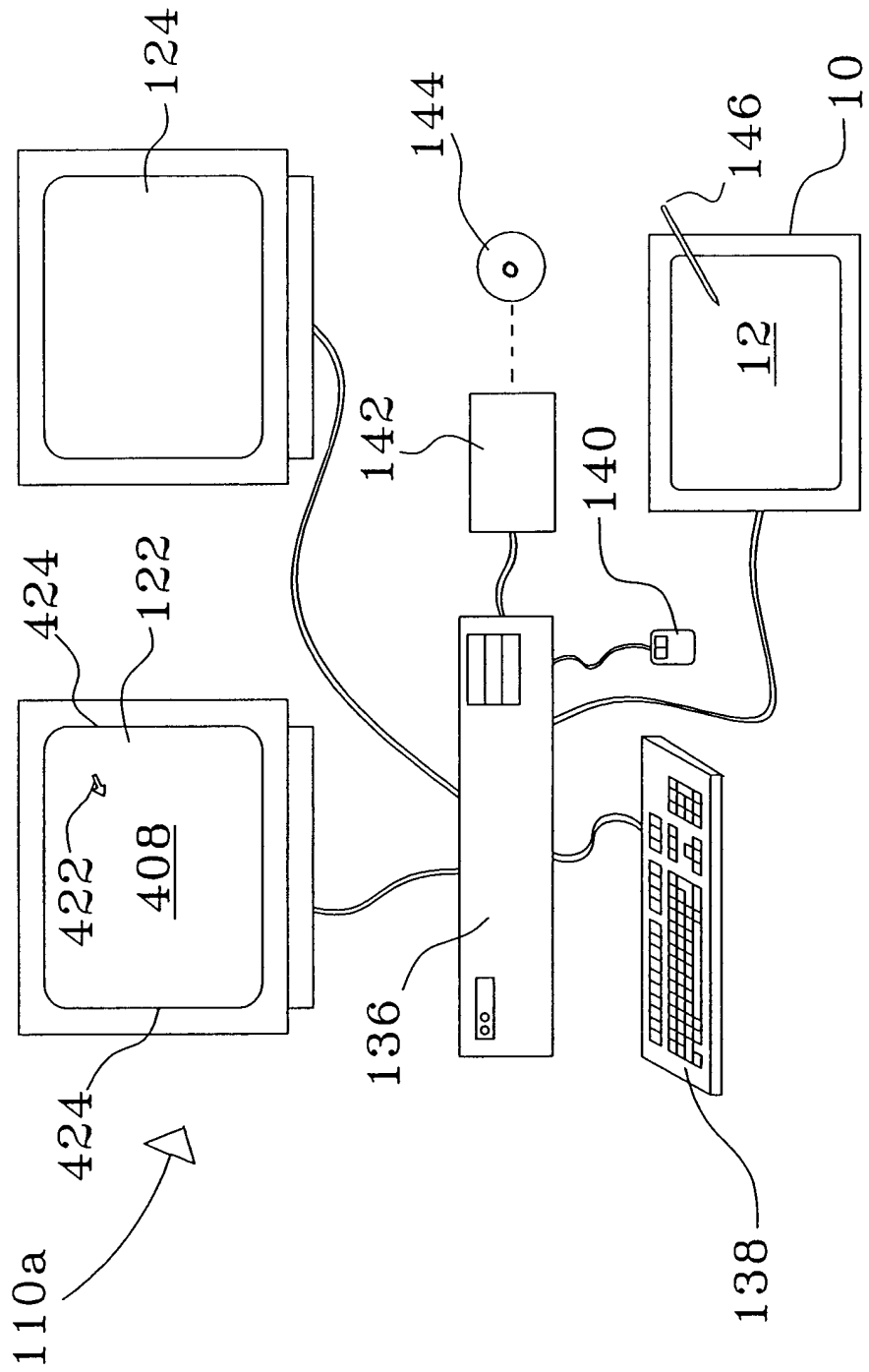


Fig. 6

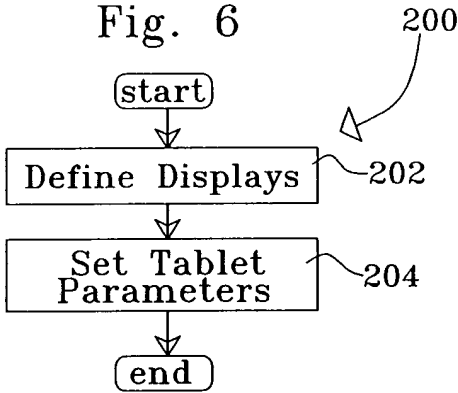


Fig. 7

152

210	Monitor ID	1	2	3
212	Monitor on Left?	1	1	0
214	Monitor on Right?	1	0	1
216	Active?	0	1	0
218	Preset Time	1		
220	Elapsed Time	0		
222	Proximity Width	1		

217a 217b 217c

Fig. 8

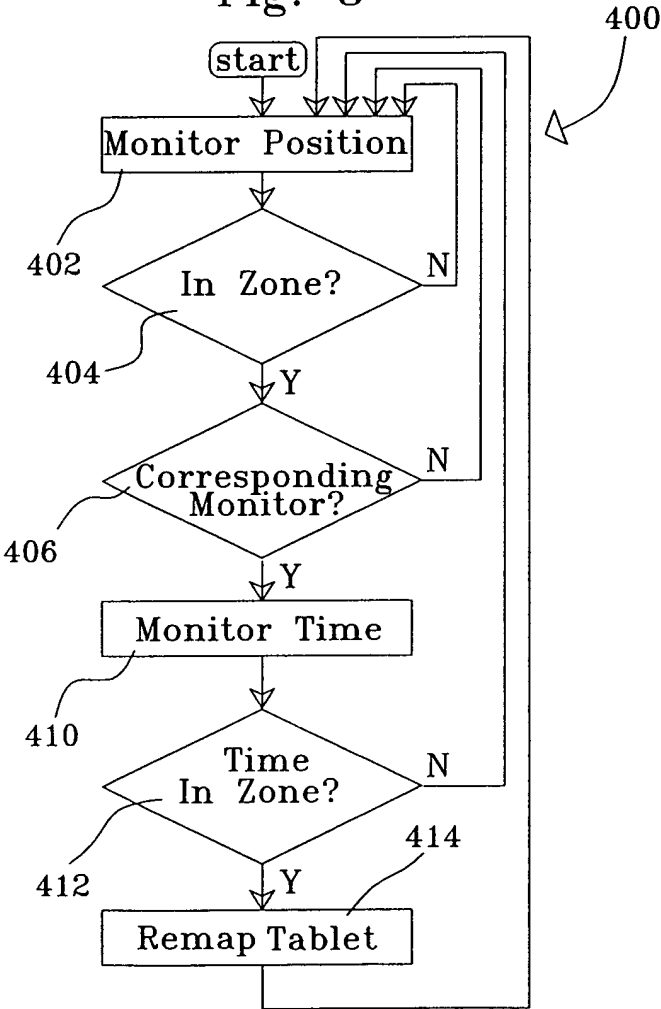
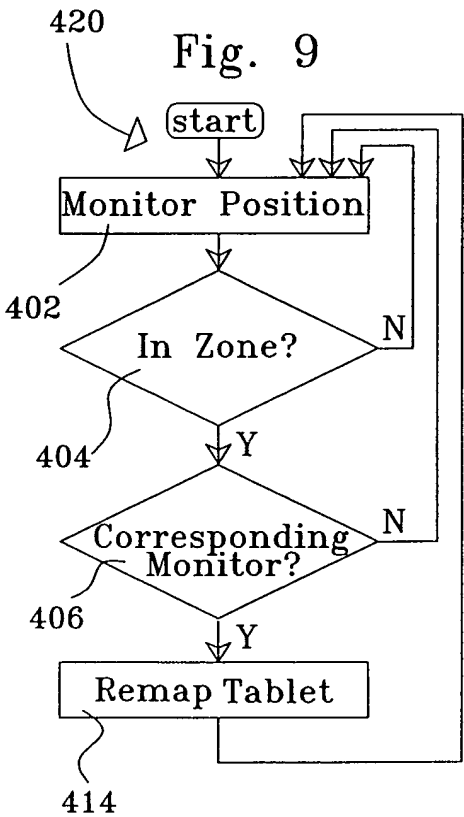


Fig. 9



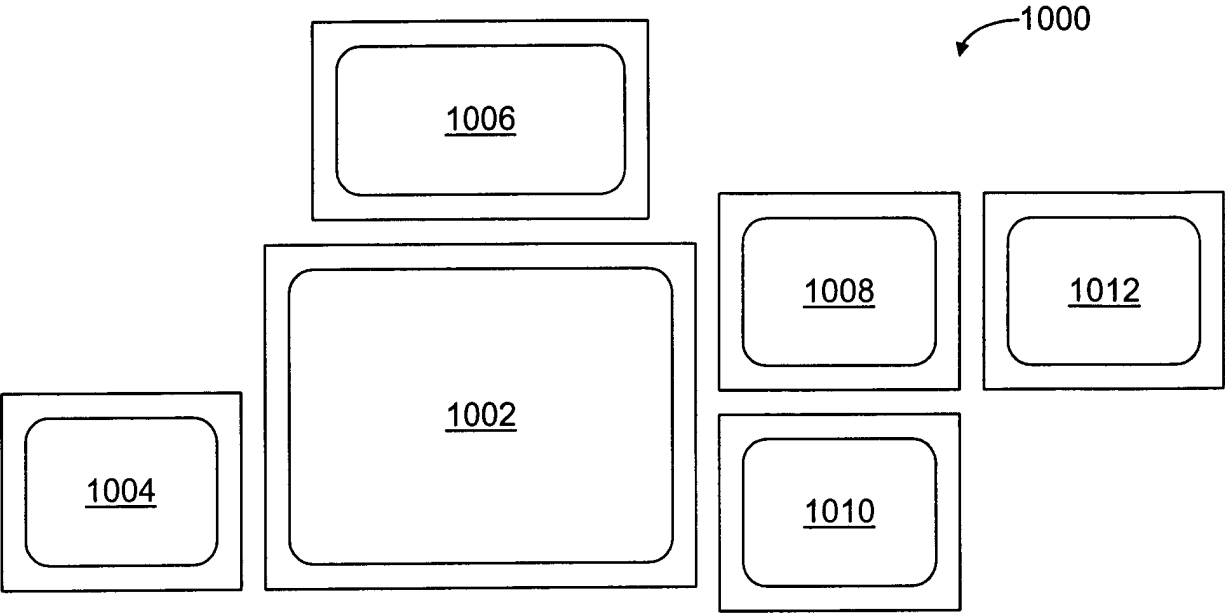


Fig. 10

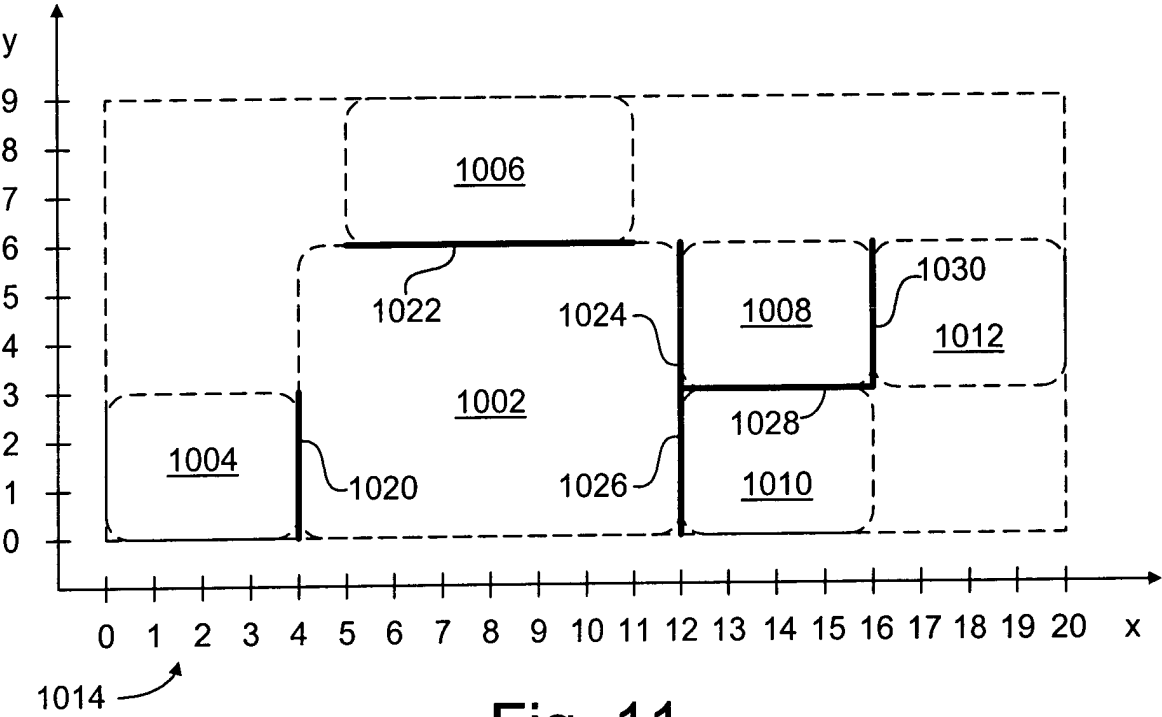


Fig. 11

Diagram illustrating a table structure (1200) with two columns: Monitor ID (1202) and Perimeter Coordinates (1204). The table contains six rows of data, each representing a monitor's ID and its corresponding perimeter coordinates.

Monitor ID	Perimeter Coordinates
1002	(4, 0-6), (4-12, 6), (12, 0-6), (4-12, 0)
1004	(0, 0-3), (0-4, 3), (4, 0-3), (0-4, 0)
1006	(5, 6-9), (5-11, 9), (11, 6-9), (5-11, 6)
1008	(12, 3-6), (12-16, 6), (16, 3-6), (12-16, 3)
1010	(12, 0-3), (12-16, 3), (16, 0-3), (12-16, 0)
1012	(16, 3-6), (16-20, 6), (20, 3-6), (16-20, 3)

Fig. 12

Boundary ID	Boundary Location	(-) Monitor ID	(+) Monitor ID
1020	(4, 0-3)	1004	1002
1022	(5-11, 6)	1002	1006
1024	(12, 3-6)	1002	1008
1026	(12, 0-3)	1002	1010
1028	(12-16, 3)	1010	1008
1030	(16, 3-6)	1008	1012

Fig. 13